

# Coding Scene



ما هو ستوديو 5/6؟

تماشياً مع استراتيجية برنامج الشباب الرقمي لوزارة المواصلات والاتصالات، يهدف ستوديو 5/6 إلى الإرتقاء بقدرات الشباب عبر تطوير مهاراتهم العلمية في بيئة العصر الرقمي. تم بلورة فكرة ستوديو 5/6 ليكون منصة تقدم للمجتمع العديد من الفرص للحصول على المعرفة العملية في مجال التكنولوجيا وأدواتها، حيث ستتاح الفرصة للشباب والشابات لتطوير مهاراتهم في حل المشكلات والتفكير النقدي والإبداعي مما يسهل عليهم أن يصبحوا صناعاً للتكنولوجيا في المستقبل.

## What is STUDIO 5/6?

In line with the Ministry of Transport and Communications' Digital Youth Strategy, STUDIO 5/6 is mainly aimed at nurturing youth as digital learners by sharpening their 21st century learning skills, as they develop in an all-pervasive digital environment.

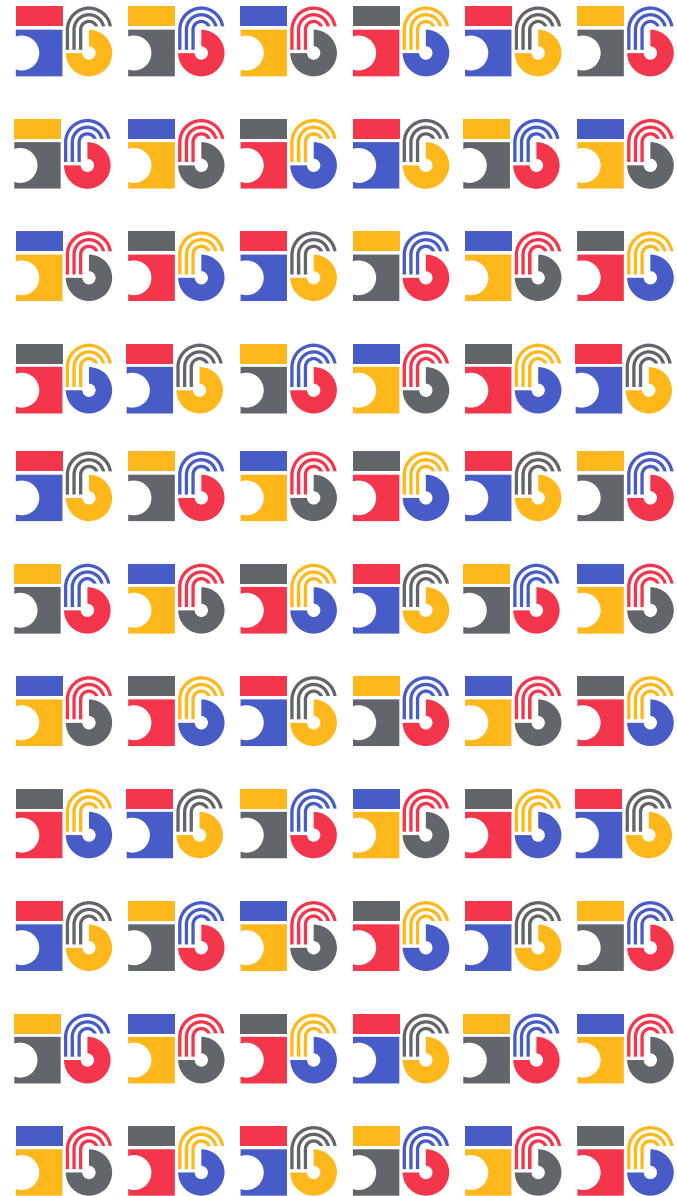
In fact, STUDIO 5/6 is envisaged as a community platform that offers technology and allied equipment support for hands-on learning opportunities. Here youth can develop their problem-solving, critical thinking, creativity and innovation skills. This will also develop young people's knowledge of technology and help them to become future creators of technology.

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# SUMMER SESSIONS ONLINE \_ July/Aug



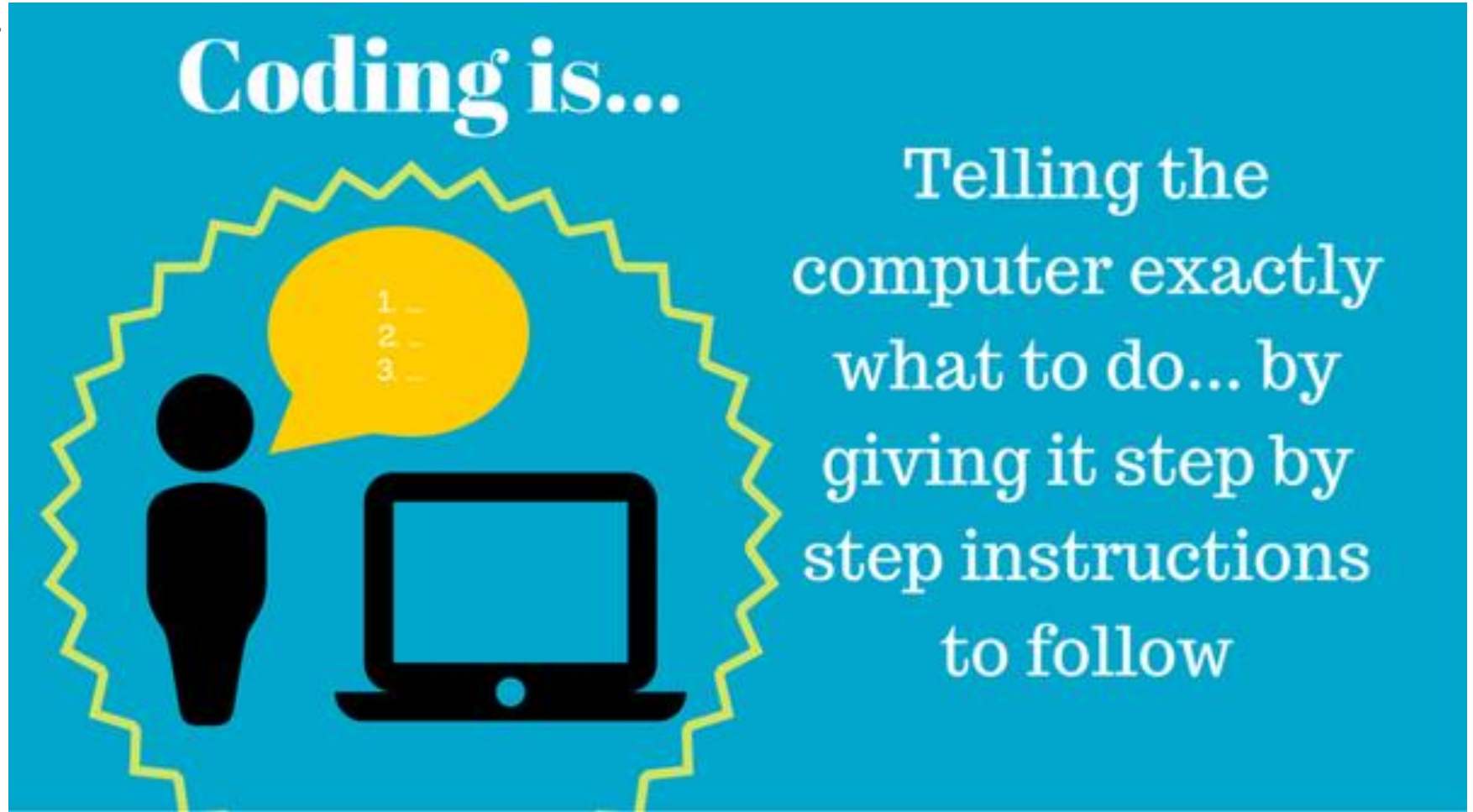
We are keep going with our program of in the month of July & August too.

Qatari makers will join 5 days of program to learn digital tools and create on the last day a final project, that will be evaluate and get a certificate .



# What is Coding

Coding or programming is the process of creating instructions for computers using programming languages.

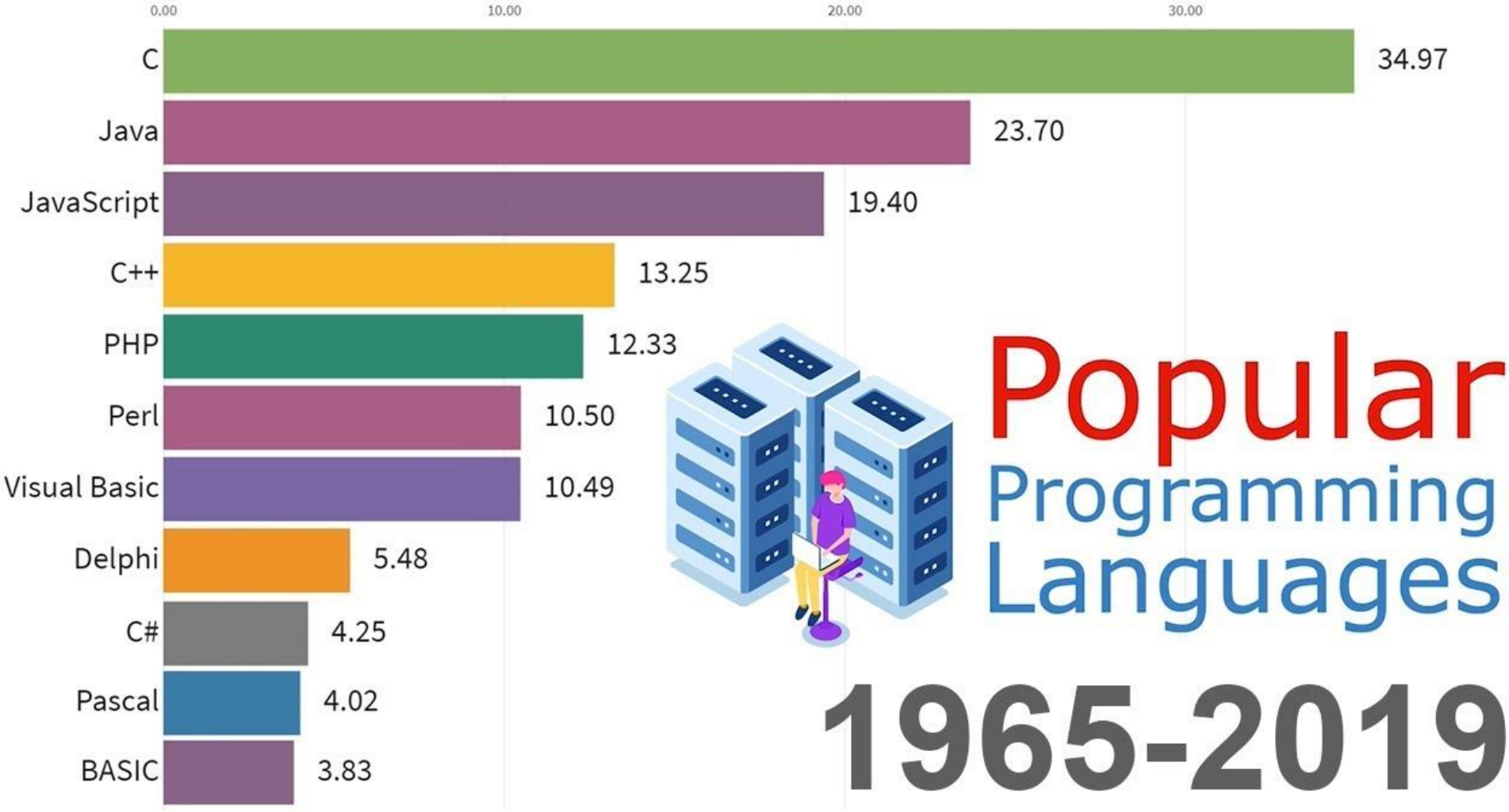


# Why Do We Need Coding

Without coding, computers would literally **do nothing**. They would be completely useless.



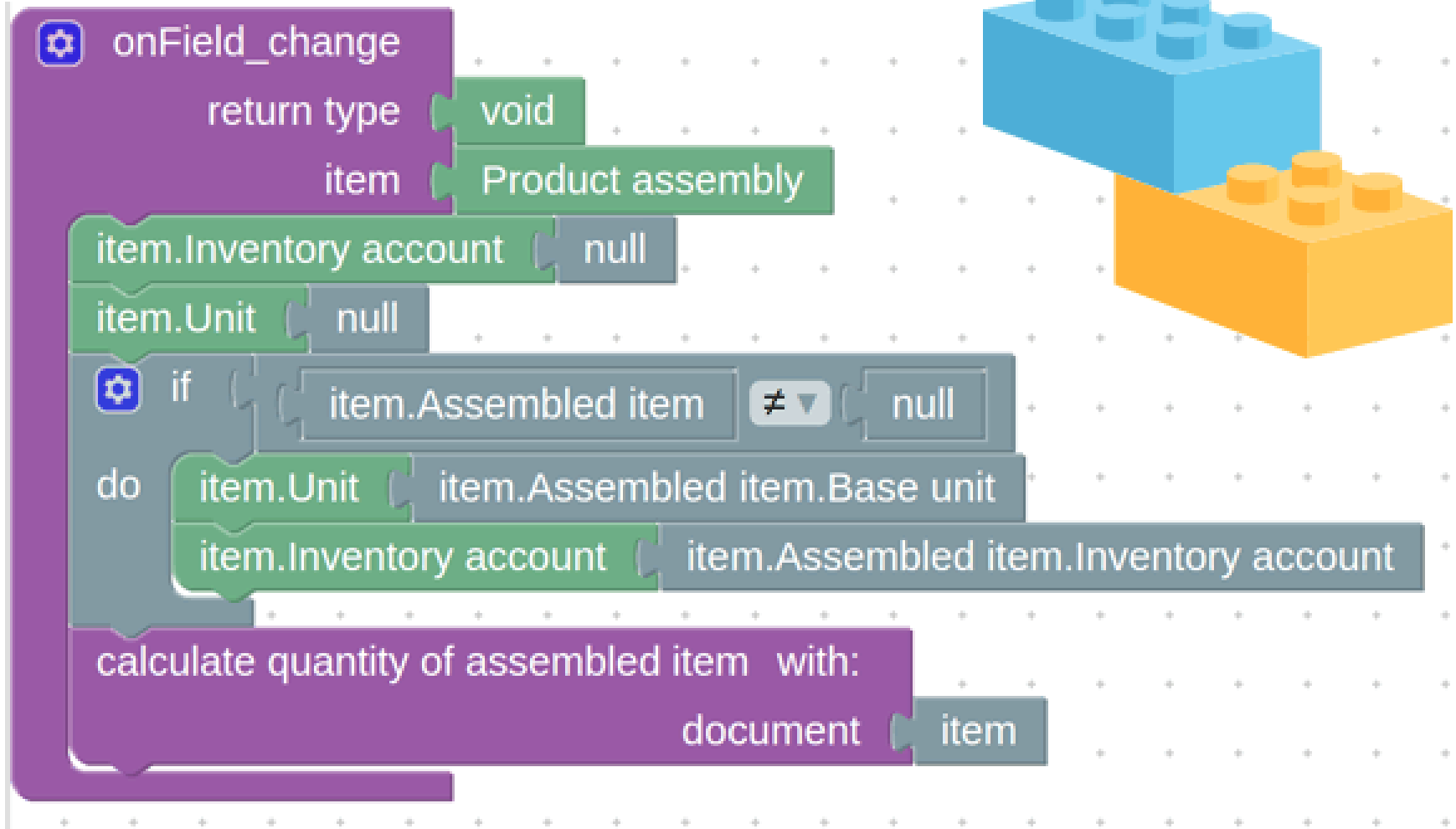
# Coding Evolution





# What is Block Coding

Block-based coding utilizes a drag-and-drop learning environment, where programmers use coding instruction “blocks” to construct animated stories and games.



# Coding in VR Scenes





# Coding in Cospaces

The screenshot displays the Studio56 CoSpace interface. At the top, a dark navigation bar includes icons for Home, Undo, Redo, Snapping, Help, Share, Code, and Play. The main workspace shows a 3D scene with a blue building, a house, a tree, a car, and a person. Below the scene is a library of objects categorized by 'LAND', 'WATER', and 'AIR', including a bicycle, car, bus, truck, train, skateboard, and various vehicles with lock icons. A 'PRO Unlock all objects' button is visible in the bottom right of the library.

On the right side, a 'CoBlocks' coding editor is open, showing a script for a character. The script starts with a 'When Play clicked' event block, followed by four action blocks:

1. **When Play clicked** (Event)
2. **move** (no items) **1 meters** **forward** in **1 sec.**
3. **move** (no items) **1 meters** **forward** in **1 sec.**
4. **turn** (no items) **clockwise** by **180°** in **1 sec.**

The 'Transform' panel on the left of the editor lists categories: Transform, Transitions, Actions, Events, Control, and Items. The 'Actions' section includes a 'stop transition of' block and a 'say' block.

# How to Code in Cospaces

Open Coding

Select Model

Build Blocks

The screenshot displays the Cospaces interface. At the top, a dark purple navigation bar includes icons for Home, Undo, Redo, Snapping, Help, Share, Code, and Play. The main workspace shows a 3D scene with a red double-decker bus on a grey grid floor, surrounded by blue and yellow buildings and a green tree. A blue circular path is drawn around the bus. A 'Select Model' callout points to a selection menu over the bus. To the right, a 'CoBlocks' editor window is open, showing a script starting with 'When Play clicked', followed by three 'move' blocks (1 meter forward) and one 'turn' block (180 degrees clockwise). A 'Build Blocks' callout points to the 'move' blocks. At the bottom, a library of models is visible, categorized by 'LIVING ROOM', 'BEDROOM', 'BATHROOM', 'KITCHEN', 'CITY', and 'OTHER'. A 'PRO Unlock all objects' button is located at the bottom right of the library.



4TT8U

THANKS

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